

DUNGEONS & DRAGONS®

Beginner's Trials

(An adventure for 3 – 4 1st level characters)

Introduction:

As you complete your apprentice training you stand in the graduation hall, an opulent and grand cathedral-like chamber. Beautiful stain glass windows, huge oak double-doors and granite statues of imposing figures decorate the hall. Sunlight from outside pours past dark-red curtains through the multi-hued glass, throwing patterns of warriors slaying dragons, clever rogues evading capture, holy men & sage wizards casting divine and arcane spells and even shadowy shapes of menacing figures, down onto the polished marble floor. Standing on the ceremony dais, before the newly arrived initiate class, a place where you stood years ago, you wonder: how many of the fresh faces in the crowd will falter, who will succumb to the challenge and who will stand before an initiate class themselves at their own graduation?

As writs of achievement are presented to each of you in turn your eagerness to leave heightens but you must wait to be dismissed to live a life of an adventure. As the last of the papers is presented you are cheered at by the throngs of young students who bask in your achievement. Each so much like you were then, hoping to stand where you stand, to be who you are, to meet you one day as an equal at the end of a blade, bow or word of power. Finally, you are dismissed; the great, oak double-doors are opened. You are ushered into the world anew, greeted by blasting trumpets, beating drums and cheering common folk. Gifts of food, drink and flowers are bestowed upon you as you descend the steps into the academy court yard. You are at last on your own!

All dressed up and no where to go; even worse you have no money!

You are free citizens in the town of Wynn, a small agrarian community that has sprung up around the Adventurer's Academy you attended for the past few years. It has been years since you saw the outside world. Much of Wynn is foreign to you. It seems old building have been torn down, large, new buildings have been erected in their place and the town folk, who used to be predominantly of human origin, now seem to be mingled with all the varied races you met in the academy.

Outside the iron wrought fence of the Academy a sign has been posted. Written on the white-washed background are stylized letters that spell out, "All graduates are welcomed to apply for membership at the guild." An arrow on the sign points to the left and down the well traveled path you see a tower of slate rocks, adjoined by a small building. A marquee of a crossed wand and sword adorns the entrance. A small white washed sign on the door clearly spells out, "Guild Entrance Center: Will pay for adventuring work."

If the players want to wander about the town they may. There is precious little to do here. The holy temple is closed for beautification renovation, the tavern is open for business and the marketplace is still preparing to open. However, the PCs have no money anyway.

If the players try to leave the town they learn that the gates have been closed by order of the King. Apparently a celebration of sorts is being prepared at the royal palace and Wynn is close to a convoy route. To help prevent hijackings of supply shipments and to protect the citizens of Wynn a garrison of royal guards have been assigned to the town gates to keep the people locked in, for their protection of course. The guardsmen will be polite and explain that they are not allowed to open the gate, again insisting that the protection of Wynn and the untrained students at the academy are their highest priority. The garrison is manned by four sergeants, and a captain.

Sergeant

Level 5 Soldier

Medium natural humanoid

XP 200

Initiative +7

Senses Perception +5

HP 67; Bloodied 33

AC 20; Fortitude 18, Reflex 17, Will 16

Speed 5

❶ Halberd (standard; at-will) · Weapon

Reach 2; +12 vs. AC; 1D10 + 3 damage, and the target is marked until the end of the Sergeant's next turn.

❷ Powerful Strike (standard; recharge ⌘ ⌘) · Weapon

Reach 2; +12 vs. AC; 1D10 +7 and the target is knocked prone.

❸ Crossbow (standard; at-will) · Weapon

Ranged 15/30; +11 vs. AC; 1D8 +2

Alignment Good

Languages Common

Skills Streetwise +9

Str 16 (+4)

Dex 14 (+3)

Wis 11 (+1)

Con 15 (+3)

Int 10 (+0)

Cha 12(+2)

Equipment chainmail, halberd, crossbow with 20 bolts

Sergeant Tactics

Sergeants will attempt stay close to the captain using halberds at range. They fight until the captain is bloodied and orders them to retreat.

Captain

Level 7 Soldier (leader)

Medium natural humanoid

XP 300

Initiative +9

Senses Perception +10

For King and Country adjacent allies within 5 squares of the captain receive a +1 to all attack rolls.

HP 87; Bloodied 43

AC 26; Fortitude 20, Reflex 21, Will 18

Speed 5

❶ Battle Axe (standard; at-will) · Weapon

+14 vs. AC; 1D10 + 7 damage, and the target is marked until the beginning of the captain's next turn.

❶ **Burry the Hatchet** (standard; recharge ⌘ ⌘) · Weapon

+14 vs. AC; 1D10 +11 and the target is knocked prone

Alignment Good

Languages Common

Skills Diplomacy +11

Str 18 (+8)

Dex 14 (+3)

Wis 11 (+1)

Con 15 (+3)

Int 10 (+1)

Cha 12(+2)

Equipment plate armor, battle axe great shield, war horse, gate key

Captain Tactics

The captain is mounted on a warhorse and will begin with Burry the Hatchet and use it every round it recharges. If bloodied he will command his troops to flee and stay behind to cover their retreat and fight to the death.

Warhorse

Level 3 Brute (mount)

Medium natural beast

XP 150

Initiative +3

Senses Perception +8; low-light vision

HP 58; Bloodied 29

AC 20; Fortitude 16, Reflex 14, Will 14

Speed 8

❶ **Kick** (standard; at-will)

+4 vs. AC; 1D6 +5 damage

Alignment Unaligned

Languages Common

Str 16 (+4)

Dex 14 (+3)

Wis 11 (+1)

Con 15 (+3)

Int 10 (+0)

Cha 12(+2)

Equipment leather barding

Warhorse Tactics

The warhorse will kick on rounds it does not move.

- After the players have spoken to the garrison guards the Protect the Convoy mission is posted on the tavern bulletin board.

When the players go to the Guild read...

As you open the door to the Guild Entrance Center you see an elderly man sitting at a desk with a fat contented tabby curled on old, dry parchment beside him. The man is bald with a frosty white mustache and short stubble. He is seated over an ink bottle and quill transcribing a scroll from runes on a stone tablet by candlelight in the waning sun. Along the walls, books on shelves, overflowing with scrolls and manuscripts, spill out of their coves and onto the floor. A small pot of herbs boiling in the stone hearth fills the room with a pleasant aroma of potpourri. The man behind the desk gives a small cough and looks up at you. Rising from his seat he greets you. "Oh, you look like academy graduates. May I see your writs of achievement?"

“Congratulations!” the old man beams. “Welcome to the Hall of the Guilds! I am, like those who have served my esteemed position before me, called: Guild Master. It is my pleasure to offer you induction in to the guild.”

“It is always a great honor to be the first to greet fresh faces after graduation from vocational training! If you’d like I’ll enroll you in a guild for a bargain price of 500gp each, our discount price for neonate members!”

“Oh, but you don’t have 500gp, do you?” He chuckles, “No one ever does.” Guild Master beckons you to follow him. “I know a way you can earn a voucher and gain some valuable experience in the process.

The Guild Master leads you to a stone door. It must lead to the tower judging from your observations of the building from outside. “If you wish to earn a voucher for 500gp you can participate in the Guild Challenge. I can explain the benefits of guild membership if you aren’t sure you’d like to join.”

- **As a member of the Guild you’ll be granted access to exclusive pubs where guild members congregate to relax.**
- **Guild membership allows you to access the Notice Board Network. In every guild pub you’ll find a notice board with tasks the people in the area would like guild members to undertake for them. Typically they will reward you if you complete the task requested. Sometimes goodness is its own reward!**
- **Guild members can rest at discounted rates in guild sponsored lodges. When you’re trying to amass a fortune saving money can go far.**
- **Guild members will be more willing to aid you if you pay your dues and keep your membership active. Remember you’re stronger as a unit than as an individual.**
- **Guilds can offer advice, rumors or sell you quality items. Some guild exclusive shops are the only place to buy the very best weapons, armor and other material goods.**
- **You can leave the guild at anytime with no strings attached. If your dues have been paid in full you may be eligible for a separation bonus if you’ve been a profitable member of the guild.**

Trial 1: As you enter the tower the large stone door swings shut behind you with a bang. A grinding sound followed by a click tells you a tumbler lock has been set. The room is 25-feet wide and 10-feet long. On the opposite wall a huge, bronze face of a bearded man gazes at you with heavy lidded eyes. Along the wall runs a groove filled with burning oil. The flames provide good light and you can see every inch of the room from floor to ceiling.

From out of nowhere a booming voice speaks, “Ah. *It’s so nice to finally have visitors again. I tell you it must have been weeks since I last had company. Please tell me about yourselves and where you come from. If you make me happy I’ll let you pass!*”

- If the player's get into character and tell a story to the wall the wall says, *"Oh, that's wonderful."* Speaking to another character, *"Do you have a tale tell?"*
- If a player is hesitant the wall will tell them to take a moment and ask that the next player take a turn.
- Once all the players have had a chance to role-play, award them 400xp each, the wall thanks them and a stairwell winds down from the ceiling allowing them to advance to the next trial.

Trial 2: Once you have ascended the stairs you enter the second floor. The room is 10-feet wide and 25-feet long. The far wall has three large branches of wood sticking straight out of it. The wood sticks out of three vertical indentions of equal length in the wall.

- Touching the wooden poles will reveal that they are loose and swing in the up and down position. If they are moved all the way up or down they lock into position and cannot be moved back.
- The switches must be thrown in an up, down, up arrangement. They will unlock and return to the center position once all three of the switches have been positioned if they are not set properly.
- Once the switches are aligned in the right position award each party member 200xp and the wall slides to the right. PCs can proceed to the next stairwell.

Trial 3: Two challenges have been completed! As you make your way up to the third-floor you hear a sudden rushing sound. Water begins pouring into the room beneath you and it begins flooding! As you move away from the stairwell four shadowed figures move from behind strategic hiding places; two of them begin to charge you, the other two hurl themselves into the air and take up an orbit around the room.

- The players must face 2 Giant Bats and 2 Dire Rats, each worth 150xp.

Dire Rat

Level 1 Brute
XP 150

Medium natural beast

Initiative +2

Senses Perception +5; low-light vision

HP 38; Bloodied 19

AC 15; Fortitude 15, Reflex 13, Will 11

Immune filth fever (see below)

Speed 6, climb 3

☉Bite (Standard; at-will) · disease

+4 vs. AC; 1D6 + 2 damage, and the target contracts filth fever (see below)

Alignment Unaligned

Languages –

Skills Stealth +7

Str 14 (+2)

Dex 15 (+2)

Wis 10 (+0)

Con 18 (+4)

Int 3 (-4)

Cha 6(-2)

Dire Rat Tactics

Dire rats will initially use group tactics to flank a single opponent. If they are attacked they will retaliate against the last enemy that attacked them. They will not attempt to flee when bloodied and fight to the death.

Filth Fever

Level 3 Disease

Endurance stable DC 16, improve DC 21

Target Cured	< >	Initial Effect: The target loses 1 healing surge	< >	The target takes a -2 penalty to AC, Fortitude and Reflex defense	< >	Final Effect: The target takes -2 penalty to AC, Fortitude, Reflex defense. The target loses all healing surges and cannot regain hit points.
--------------	-----	---	-----	---	-----	---

Giant Bat

Medium natural beast

Initiative +7

Senses Perception +0; darkvision

HP 22; Bloodied 11

AC 15; Fortitude 12, Reflex 13, Will 10; see also *bite*

Speed 2 (clumsy), fly 6; see also *flyby attack*

❶ Bite (standard; at-will)

+6 vs. AC; 1D4 damage and the target is grabbed (until escape) and takes ongoing 5 damage until it escapes. An attached giant bat doesn't make attack rolls while grabbing a target and gains +5 AC and Reflex defense.

❶ Flyby Attack (standard; at will)

The giant bat flies up to 6 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.

Alignment Unaligned

Language –

Skills Stealth +8

Str 8 (-1)

Dex 16 (+3)

Wis 10 (+0)

Con 10 (+0)

Int 1 (-5)

Cha 4 (-3)

Giant Bat Tactics

Bats will use their *flyby attack* until bloodied and then they will use their vicious *bite* attack until slain.

Level 2 Lurker

XP 150

Trial 4: The creatures that attacked you have perished. The next stairwell descends, spiraling from the ceiling. The fourth floor is 20 feet long by 30 feet wide. The room is well lit by torches. A relief on the far wall seems to snarl at you with a viscous visage. Above the face you can make out etched in common script, "*The answer is in front of you.*" As the last party member sets foot off the stairs, a stone block slides into its place. You have been sealed into the room with the horrible sculpted face. The room shakes and rumbles as the far wall begins to advance towards you!

- The players can make a dungeoneering check (DC 15) to notice a gap in the mouth that can be forced open, a strength check DC(15) to force

open the mouth, a perception check DC(10) to see the render safe switch within the mouth and an acrobatics check (DC20) to press it (the switch is far away).

- Once the wall has advanced to one square from the opposing wall the mouth opens and the switch is moved forward (acrobatics check DC 10 to push).
- Or push against the wall together and make a strength check (DC 40).

Evil Wall

Level 3 Solo Brute

Gargantuan Animate Shadow

XP: 750

Initiative +3

Senses –

HP 200; Bloodied 100

AC 13; Fortitude 25, Reflex 13 Will 13

Resist 10

Speed ½

Alignment Unaligned

Language –

☹ Irresistible Force (standard; at will)

When the Evil Wall pushes a target it is always moved one square.

STR 40 (+15) DEX 10 (+0) WIS 10 (+0)

CON 10 (+0) INT 10 (+0) CHA 10 (+0)

Evil Wall Tactics

The Evil Wall advances at ½ square per round. If a player is in a square the Wall advances into, he is pushed back one square.

Once the trap is disarmed the Wall slides back into its original position and a panel on the ceiling slides away presenting the party with a trophy (worth 100gp). A loud rumbling sound accompanies a shaking of the tower. It seems the locks have been opened and you can hear water draining from the flooded room.

Quest Completion

As you exit the tower the Guild Master welcomes you warmly. “Splendid! You did better than most! As I promised, there are guild membership writs awaiting your signature. I took the liberty of preparing them while you were in the tower using your graduation writs. I could tell you’d succeed just by the look of you!”

- The players can choose to accept the membership writs or they can request 500gp for their trouble. Either way the Guild Master will pay and pay gladly. Anyone who requests the gold will receive a pouch of jewels valued at 500gp. Pre-packaged and withdrawn from a secret vault in a room concealed behind the desk.
- If they try to rob the Guild Master he will be applaud but will cheer them for their bravery, suggest they may want to rethink their actions and go to get the players a few bags of jewels from the vault. The vault contains two more bags of jewels no matter how many players choose a monetary reward. Locked in the vault chamber is an eidolon (MM pg 101) if they try to enter the vault room it will attack them immediately. If they try to

murder Guild Master the eidolon will burst through the wall gaining surprise and attack the PC closest to Guild Master. Now the party must face the wrath of the eidolon.

Eidolon **Level 13 Solo Controller (Leader)**
XP 3,200
Large humanoid animate (construct)

Initiative +8 Senses Perception +9

Protect the Master allies adjacent to the eidolon gain superior cover (enemies take -5 penalty to attack rolls).

HP 132; Bloodied 66

AC 28; Fortitude 26, Reflex 22, Will 23

Immune disease, fear, sleep

Speed 5

❶ Slam (standard; at-will)

Reach 2; +19 vs. AC; 2D8+6 damage

❷ Divine Retribution (immediate reaction, when an enemy attacks the eidolon while *hallowed stance* is active; at-will) · Radiant

Divine radiance strikes the creature that attacked the eidolon: ranged 20; +17 vs. Reflex; 2D8 + 5 radiant damage. *Miss*: Half damage. This attack does not provoke opportunity attacks.

❸ Vengeful Flames (immediate reaction, when an enemy kills one of the eidolon's allies in the eidolon's line of sight; at-will) · Fire

Divine fire engulfs the enemy: ranged 20; +17 vs. Reflex; 1D8 + 5 fire damage, and ongoing 5 fire (save ends). This attack does not provoke opportunity attacks.

Hallowed Stance (standard; at-will) · Radiant

The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 20 to all damage. If the eidolon moves, the effect ends.

Alignment Unaligned

Language –

Str 22 (+12)

Dex 14 (+8)

Wis 16 (+9)

Con 20 (+11)

Int 7 (+4)

Cha 11 (+6)

Eidolon Tactics

In the first round the eidolon has surprise against the players and will *bull rush* the closest PC to the Guild Master. Thereafter, the guild eidolon will target PCs closest to Guild Master before working its way to the others and fights to the death.

Guild Master

Level 2 Skirmisher

Medium natural humanoid

XP 125

Initiative + 2 Senses Perception +5

HP 37; Bloodied 18

AC 12; Fortitude 12, Reflex 14, Will 12

Speed 6

❶ Unarmed Attack (standard; at-will) · Unarmed

+2 vs. AC; 1D4 damage and Guild Master shifts one square.

Alignment Good

**Languages Common, Elven, Draconic,
Guild Code**

Skills Arcana +9

Str 12 (+2)

Dex 17 (+2)

Wis 17 (+5)

Con 13 (+2)

Int 18 (+6)

Cha 12 (+2)

Guild Master Tactics

Guild Master will use total defense and try to stay as close to the eidolon as much as he can, to reap its defense bonus.

- **If the players want to try and forge guild membership writs they may try to roll a Streetwise check (DC 20). They will not know if they succeeded until they try to pass of the forged documents, Bluff check (DC 20) with fake writs, (DC 15) with successfully forged writs.**

